





PATIENT
INFORMATION
GUIDE

It's ALWAYS DARKEST BEFORE DAWN!

INSTRUCTION BOOKLET.



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

AWARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareriess, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions Altered vision Eye or muscle twitching involuntary movements

Loss of awareness Disorientation

- To reduce the likelihood of a seizure when playing video games:
 - 1. Sit or stand as far from the screen as possible.
 - 2. Play video games on the smallest available television screen.
 - 3. Do not play if you are tired or need sleep.
 - 4. Play in a well-lit room.
 - 5. Take a 10 to 15 minute break every hour.

▲WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacernaker while using the wireless feature.
 If you have a pacernaker or other implanted medical device, do not use the wireless feature of the
- Nintendo DS without first consulting your doctor or the manufacturer of your medical device.

 Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause

malfunctions of equipment, with resulting injuries to persons or damage to property.

▲WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
 Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

▲WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- . Do not expose battery to excessive physical shock, vibration, or liquids.
- · Do not disassemble, attempt to repair or deform the battery.
- . Do not dispose of battery pack in a fire.
- . Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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REV-E

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



A CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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DID YOU KNOW?... About 5/6th of the world's population 1/6th suffer as well, but just don't know it.



WELCOME TO BRIGHT DAWN

AN UPDATE FOR YOUR TREATMENT THUS FAR...

Welcome to Bright Dawn Treatment Center,
Mr. Redmoor, PHASE 1 of your treatment was a great
successl. As such, we have now brought you now to
Bright Dawn to undergo PHASE 2 of your treatment.

You may find yourself suffering from a bought of dizzy spells along with moments of severe déjà 'vu and general uneasiness. Do not panic as this is common with your treatment. Before long, all unpleasant memories of any past atrocities will be but a whisper on a deaf ear.

"It is important to remember to take your medication.

More importantly, do not take any medication that is not your own. Each drug and dosage is specifically calculated to your specific physical chemistry."

Nurse Norris

Thanks to your unique condition the Doctor has developed all new methods of approaching ailments once thought untreatable. Through you a whole new world can be born.

TIME TO RELEARN THE BASICS -PHYSICAL THERAPY

The procedure you have just undergone was extensive. Basic motor skills may have become impaired. Here are some exercises that you can do to regain your functions:

LOOK AROUND

Place your stylus on the bottom screen. Moving your stylus in any direction will allow you to look in that direction.

USING YOUR ARMS

It is likely you are suffering from stiffness in your joints. Simply press the L (or R Button if you are playing from a left-handed perspective) to extend your arms forward for a nice stretch.

While we do our utmost best to insure the safety of our patients, in the event you may need to defend yourself you can repeat this motion for defensive measures

LEG EXERCISES

Once you feel up to it you should begin a running regiment. Double tap Up on the +Control Pad to build up a good sprint (double tap the X Button if you are a southpaw) You can also use the +Control Pad for general movement. If you're left-handed, you'll use the X/Y/B/A Buttons instead..

Add jumping to your training by double tapping the screen or by touching the Up Arrow icon on the right side of the screen.

Incorporate squats by touching the Down Arrow.

ENVIRONMENT INTERACTION

It is just as important to regain your tactile sensations.

When you come across an item or object you want to interact with an icon will appear at the top of the bottom screen letting you know what you can do (Examine, Open, Take, Use, etc).

SEE WHAT PAST PATIENTS HAVE TO SAY ABOUT THE GOOD DOCTOR

"Before, I suffered the most severe case of Ursiphobia ever. Now, bears are my god."

- ID Livergood

COLLECTING ITEMS

The compulsion to collect an assortment of odd items is not unusual for patients in confinement. We like to encourage this.

Whatever you find that you want to hold onto, whether it be notes or odd little relics, you can keep them with you.





HOW TO START YOUR DAY

When you wake up each day you have a number of options to choose from:

NEW GAME

Start fresh from the moment you wake up

CONTINUE

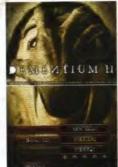
Jump to where you left off in your

SURVIVAL

Are you well enough to endure these trials?

DELETE DATA

Removing every memory of all you have done is as simple as saying "yes"



GETTING TO KNOW YOUR SURROUNDINGS

Mirrors (Examine to manually save your game and restore your health)



SEE WHAT PAST PATIENTS HAVE TO SAY ABOUT THE GOOD DOCTOR

"You will never know true genius until you've been touched by the Doctor." - Lauren Wullen

GETTING TO KNOW OUR STAFF®



The staff here at Bright Dawn come from the best schools from around the world. They strive to take personal interest in each and every one of their patients to ensure the utmost intimate care.

In addition to the number of qualified doctors and nurses we have a highly trained security staff here for everyone's protection.

LUNHOLD BEASES knows what mad Stardization of science created these things then're even from this





CREDITS

Game Director and Producer
JOOLS WATSHAM

Art Director GREGO HARGROVE

Technical Director BOB IVES

Design
JOOLS WATSHAM
STEPHEN DUPREE

GREGG HARGROVE NOAH LI CHIP PATTERSON

BOB IVES
ANDREW BROWN

Writing
GREG WILSON
JOOLS WATSHAM
GREGG HARGROVE

Music GARETH VILDAY JOOLS WATSHAM Sound Effects
JOOLS WATSHAM

Voice Action
JOOLS WATSHAM,
GREGG HARGEVE
SUZANNA WATSHAM
PAT HARGROVE
CHRIS BROWER

Additional Art
JOOLS WATSHAM
STEPHEN DUPREE
ERIK MCKENNEY
ADAM SCHUMAN

Very Special Thanks
SUZANNA, SAMMY & SPENCER
PAT HARGROVE
ARANCHA MOYA
ABBY BROWN
MICHAEL VERONI

Very Special Appreciation DEMENTION FANS

(That's you!)

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Customer Support
P.O. Box 2016
Grapevine, TX 76099
817-898-1746
customersupport@southpeakgames.com

